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Designed and developed by Software Creations Group.

Part # 22447JCB

NICKTOONS™ RACING

EVERYONE

E

CONTENT RATED BY ESRB

INFOGRAMES™

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FIRST THINGS FIRST

The ReadMe File

The *Nicktoons™ Racing* CD-ROM has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Nicktoons™ Racing* directory found on your hard drive (usually C:\Program Files*Nicktoons Racing*). You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then on Programs, then on Hasbro Interactive, then on *Nicktoons™ Racing*, and finally on the ReadMe file item.

System Requirements

Operating System:	Windows® 95/98
Processor:	Pentium® 166 MHz or higher
Memory:	32 MB RAM
Hard Disk Space:	50 MB Free
CD-ROM Drive:	4X Speed
Video:	2 MB Windows® 95/98 compatible SVGA video card*
Sound:	16-bit Windows® 95/98 compatible sound card*
DirectX:	DirectX version 7.0 (included) or higher
Mouse:	Required

** Indicates device should be compatible with DirectX version 7.0 or higher.*

GETTING STARTED

1. Start Windows® 95/98.
2. Insert the *Nicktoons™ Racing* CD-ROM into your CD-ROM drive.
3. If auto-play is enabled, a title screen will appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 desktop.
4. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *Nicktoons™ Racing* CD-ROM disc and double-click on it.
5. Follow the remainder of the on-screen instructions to finish installing the *Nicktoons™ Racing* CD-ROM game.
6. Once installation is complete, click on the Start button at the bottom of the screen and choose Programs>Hasbro Interactive>*Nicktoons Racing*>*Nicktoons Racing* to start the game.

Note: You must have the *Nicktoons™ Racing* game disc in your CD-ROM drive to play!

Installation of DirectX

The *Nicktoons™ Racing* game disc requires DirectX 7.0 (or higher) in order to run. If you do not have this version installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO NICKTOONS™ RACING!

A Mysterious Invitation

The *Nicktoons™* characters have come together after receiving a mysterious invitation to race for the Krusty Krab Big Bun Award. Each of the *Nicktoons™* characters was challenged to try and claim this neat prize. Mysteriously, the letter was signed by the "Mystery Rider." No one knows who the rider is, only that he or she drives a sleek black car.

BEGINNING THE GAME

When you first launch the *Nicktoons™ Racing* CD-ROM, you'll be sent to a screen where you must select the number of human players, what kind of race you want to compete in, and how hard you want the race to be. See "Let's Start Racing!" on page 6.

Continuing a Saved Game

If you exit the *Nicktoons™ Racing* CD-ROM before completing the activities, the game you are playing will automatically be saved. The next time you launch the game it will automatically load to the last saved game setup. If you wish to reset the game, choose Options>Reset to Default.

Quitting the Game

You can quit to your Windows® desktop while at a screen menu by pressing the "Esc" key. A sentence will appear on screen asking you if you really wish to quit the game. Press the "Y" key to reply Yes or press the "N" key to reply No.

MENU CONTROLS

You can select different things on any of the menu screens by using your keyboard's arrow keys. Pressing the ENTER key will confirm your selection, while the BACK-SPACE key will undo a selection or return you to the previous screen. The different menu controls are outlined below:

Keyboard	*Function*
Up Arrow	*Move highlight up*
Down Arrow	*Move highlight down*
Left Arrow	*Move highlight left*
Right Arrow	*Move highlight right*
Enter	*Confirm selection / Advance*
Backspace	*Undo selection / Back up*
Esc	*Quit Game*

LET'S START RACING!

Select from the following menu items: 1 Player, 2 Players, Options or Difficulty.

1 PLAYER

This screen offers you a selection of different races. Use the up and down arrow keys to highlight an option, then press the ENTER key to make your choice. Pressing the BACKSPACE key returns you to the previous screen.

2 PLAYER

Use the up and down arrow keys to highlight an option, then press the ENTER key to make your choice. Pressing BACKSPACE returns you to the previous screen.

OPTIONS

This screen allows you to change different things in a game. For all of the different options listed below, use the up and down arrow keys to highlight an option, and the right and left keys to see what choices are available to that option. Press the ENTER key to make your choice. Pressing BACKSPACE returns you to the previous screen.

Sound

At this screen, you can raise or lower the volume of the game and the music that goes with it.

Define Keys

This screen will allow you to change the default keys for use in the game. Move the highlight with the arrow keys. Press the ENTER button to select the key you wish to change. Now press the new key you want to assign.

Define Joystick

This screen will allow you to change the default buttons on your game pad or joystick for use in the game. Move the highlight with the directional pad or joystick. Press the ENTER button to select the button you wish to change. Now press the new button you want to assign.

Hall of Fame

Your best times from the Time Trial Mode are stored here.

DIFFICULTY LEVELS

The game has three difficulty settings: Easy, Medium and Hard. **Note:** Pressing the ENTER key when Difficulty is highlighted will toggle the different settings. The Easy setting is the game's default, with the Medium setting becoming available once the Easy game is complete. You must complete the game on Medium to open the Hard difficulty setting.

Difficulty determines where you must rank in order to qualify for the next Cup or race in the current Cup.

Easy – Place 1st, 2nd or 3rd to progress.

Medium – Place 1st or 2nd to progress.

Hard – Place 1st to progress.

If at any time you drop below the place standing required in the point total, you will fail to qualify.

PLAYER OPTIONS MENU

Both the 1- and 2-Player Modes have an Options Menu that give you different ways to race your favorite *Nicktoons™* characters.

Cups

This is where you race against five other characters, of which one may be Player 2, in order to win a prize. The prize is a Cup. Each Cup race has four tracks, and each track has a three-lap race. At first you may only race in the first Cup competition. Other Cups become available to you as you win each previous race and collect that race's Cup. Points are awarded after each race in the following fashion:

1st - 10 points	4th - 3 points
2nd - 7 points	5th - 1 point
3rd - 5 points	6th - 0 points

Upon completing the four tracks in a Cup race, the player with the most points wins.

If at any time you drop below the place standing required in the point total, you will fail to qualify. Difficulty levels determine what place you need to maintain.

Time Trial

This mode allows you to practice your skills on any available track. Go for the high score without the other characters getting in your way!

Race for Fun

At first, the four tracks from the first Cup are open to you to practice your driving skills. You may race other available tracks once you've opened them, which you do by winning the other Cup competitions. In this mode you will be awarded with a trophy if you win the race. The trophy corresponds to the number of races won. So, the more races you win in a row, the more different trophies you are awarded. If you lose one race, the trophies are reset and you must start from scratch again.

Versus

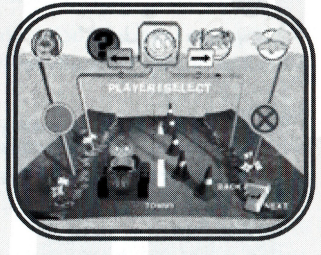
This lets you have a head-to-head race with a friend. As with Race for Fun, four tracks are initially open. You may select any available track once each player has selected a character with which to race.

Relay
You may select up to three different characters with which to race. After each lap you switch drivers and continue on with the race.

Bonuses
See "Bonuses" on page 17.

CHARACTER SELECTION

Depending on which game you play (1 Player, 2 Player, Relay, etc.), a different player selection screen will appear so that you can choose which *Nicktoons™* character you want to control.



Selecting a Character for 1 Player
Use the left and right arrow keys to choose a character, then press the ENTER key to confirm your choice.

Selecting Characters for 2 Players
Player 1 has the privilege of choosing a character first. Use the left and right arrow keys to choose a character, then press the ENTER key to confirm your choice. It is then Player 2's turn to select a character.

While Player 2 is choosing - but before he/she has pressed the ENTER key - Player 1 may undo their own selection by pressing the BACKSPACE key. If neither Player 1 nor Player 2 has a character selected, pressing the BACKSPACE key or highlighting and selecting "back" will return you to the previous screen.

Selecting Characters for 1–Player Relay
When starting the relay races you may select up to three of your favorite characters with which to race. Use arrow keys to cycle through the selection. When you are ready, press the ENTER key to confirm a choice. You may repeat the procedure to select two more characters. If you have characters selected, pressing the BACK-SPACE key will undo your selection. If you have no characters selected, pressing the BACKSPACE key or highlighting and selecting "back" will return you to the previous screen.

Selecting Characters for 2–Player Relay
Both players take turns selecting up to three characters. Use the left and right arrow keys to choose a character, then press the ENTER key to confirm your choice. You may repeat the procedure to select two more characters.

If you chose a character but want to change your mind, press the BACKSPACE key, which will undo your choice. If you haven't chosen a character yet, pressing the BACKSPACE key or highlighting and selecting "back" will return you to the previous screen.

TRACK SELECTION

Selecting a Track for Cup Mode
Use the arrow keys to move the highlight up and down the available Cups. When you visit this screen for the first time, only the first Cup will be available in which to race. If you are placed high enough at the end of the Cup Tournament,

the next Cup and the next four tracks will be available to race. Finish high enough again and the next Cup will be available.

Selecting a Track for Fun Mode

Use the arrow keys to move the highlight up and down the available track groups. Move the highlight left to navigate into and around the track selections. You will get more tracks in the Race for Fun Mode once you complete them in Cup Mode. When you are ready, press the ENTER key to confirm your choice. Pressing the BACKSPACE key or highlighting and selecting "back" will return you to the previous screen.

CHARACTERS

In *Nicktoons™ Racing*, you can choose your favorite character from a wide selection of terrific *Nicktoons™* personalities. Have you ever wondered if Stimpy could beat Angelica Pickles in a race? Now you can find out!

The Mystery Rider

The Mystery Rider is, well, a mystery! The Mystery Rider (who you can call M.R. for short) is always lurking in the game, trying to beat you in the races. If you want to find out who he, or she, or it is, then you're going to have to make it to the end of the game. That means you need to win lots of races. Better get started!

Rugrats,™ Tommy

The Wild Thornberrys,™ Eliza

SpongeBob SquarePants,™ SpongeBob

Rugrats,™ Angelica

The Wild Thornberrys,™ Darwin

SpongeBob SquarePants,™ Patrick Star

Hey Arnold!,™ Arnold

CatDog,™ CatDog™

Ren and Stimpy,™ Stimpy

Hey Arnold!,™ Helga

The Angry Beavers,™ Daggett & Norbert

Aaahh!!! Real Monsters,™ Ickis

The Mystery Rider

OTHER NEAT DRIVING FEATURES

Boost Bar
You can fill this bar by collecting 10 Speed Burst Tokens. The more tokens you collect the faster your car can go. Blue tokens give you one burst, while red tokens give you five. Beware! Your boosts gradually leak from the boost bar, so you must keep collecting the tokens to keep your maximum speed high. You may at any time use all or parts of the boost in the boost bar by pressing the boost button.

Power Sliding
Power slide allows you to take tight turns with speed. To execute a power slide, jump while turning and hold the jump key down. You are now power sliding! Cool, huh? Releasing the jump button stops the power slide.

POWER-UPS

Collect power-ups by driving over wrapped gift boxes. Once collected, the power-up will appear in the upper right-hand side of the screen. To activate a power-up you must press the ENTER key.

Speed Burst Token
During the course of the game you may collect these tokens to increase the boost bar at the top of the screen.

SpongeBob SquarePants Bubble
This is launched forward and will capture your opponent and lift them into the air for a short while to delay them.

Jellyfish
These are easier to use as they are fired forward and home in on your opponent. When the jellyfish catches up with them they will be given a jellyfish shock, disabling them for a short time.

Darwin Coconut Launcher
This power-up launches coconuts forward, rolling them along the ground.

Powdered Toast Man Crouton Launcher
"Toaster-iffic" croutons are launched in an arc through the air toward your opponents. When one lands, it disables anything within a large area.

Tommy's Talcum Powder
Talcum powder is dropped behind the player. Not only does it keep Tommy dry, any opponent driving into the hazard will have a burst of powder cover them, causing them to slow down. Press the ENTER key and hold it down to activate the power-up. The power-up will be dragged behind your car. Release ENTER and the power-up is placed on the track.

Ickis' Trashcan
This is also dropped behind you on the track. If another player hits the obstacle, the trashcan will flip up and cover their head making the steering heavier. Press the ENTER key and hold it down to activate. The power-up will be dragged behind your car. Release ENTER and the power-up is placed on the track.

Gritty Litter
Stimpy's favorite! Gritty litter is dropped behind you on the track. Players driving though it will be spun out of control, recovering after a short while. Press the ENTER key and hold it down to activate. The power-up will be dragged behind your car. Release ENTER and the power-up is placed on the track.

Goooze™
Goooze™ can also be dropped behind you. It will bounce around for a short while then come to rest. Anyone colliding with Goooze™ will be bounced back and forth, rubber-band style, until they come to a stop. Press the ENTER key and hold it down to activate. The power-up will be dragged behind your car. Release ENTER and the power-up is placed on the track.

The Wild Thornberrys™ Totem Magic
The magical power of The Wild Thornberrys™ Totem allows you to sneakily take your opponent's power-up before they have a chance to use it.

The Angry Beavers™ Fish Egg
Collecting this power-up gives you a shield against all other power-ups. The egg surrounds your character, making it invulnerable. The egg also increases your top speed.

The Wild Thornberrys™ Camera Flash
Say cheese! The camera flash blinds all the other players when activated. Others will see the screen white out for a short while so they will not be able to see the track.

Stumpy
No, not *Stimpy*. Big difference. The Angry Beavers™ best friend Stumpy causes all players to get Stumpified! Stumpy will drop down on your opponents' heads causing them to spin out of control.

The Angry Beavers™ Time Machine
This will warp your character in front of the player that is in front of you.

Track Boost Arrows
Driving over these will automatically give your character a boost in speed. You will see arrows on the track. Each color will give you a different degree of boost.

Bonuses
There are secrets to be found! Try finishing the game on all difficulty levels to reveal bonus items!

DRIVING CONTROLS

Keyboard	Function
Player 1	
Right Control	*Brake*
Right Arrow	*Turn Right*
Left Arrow	*Turn Left*
Up Arrow	*Accelerate*
Down Arrow	*Reverse*
ENTER	*Activate Power-up*
Right Shift	*Jump*
Right Shift + Left or Right Arrow	*Powerslide*
Backspace	*Speed Burst*
Player 2	
W	*Accelerate*
A	*Turn Left*
D	*Turn Right*
S	*Reverse*
Left Shift	*Activate Power-up*
Left Control	*Speed Burst*
Tab	*Brake*
Q + A or D	*Powerslide*
Q	*Jump*

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- Demos
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- Competitions
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1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

http://support.hasbro.com

This site contains an up-to-date interactive knowledge base and email contacts for technical support.

To find out more about the *NickToons™ Racing* CD-ROM game or any other Hasbro Interactive product, please visit our main web site at:

http://www.hasbro-interactive.com

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- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if your are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

Repetitive Strain Statement

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

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This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the Commonwealth of Massachusetts.

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